

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while
  watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

## MARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- · Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

#### To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- · Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
  correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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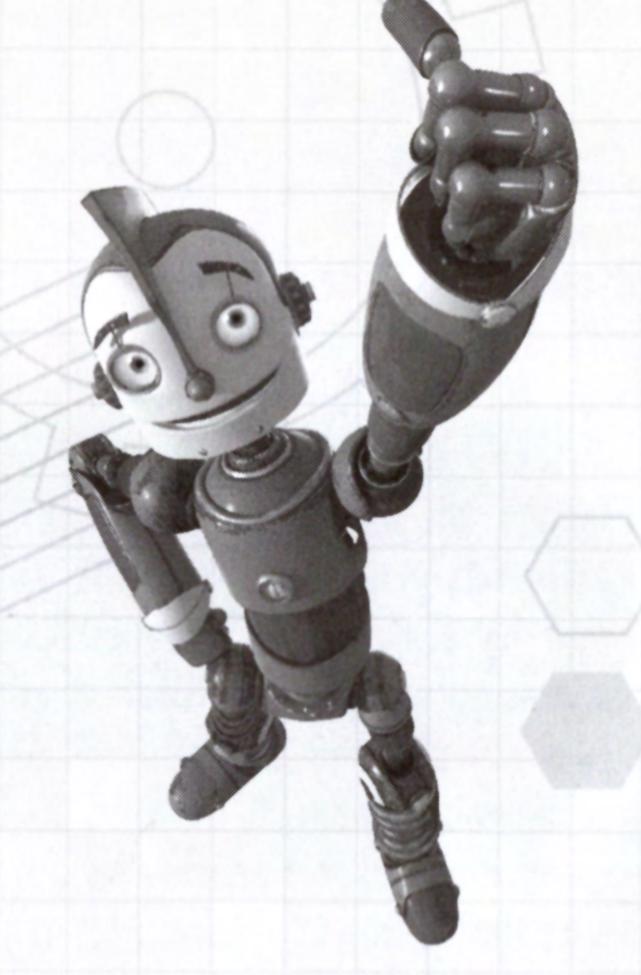
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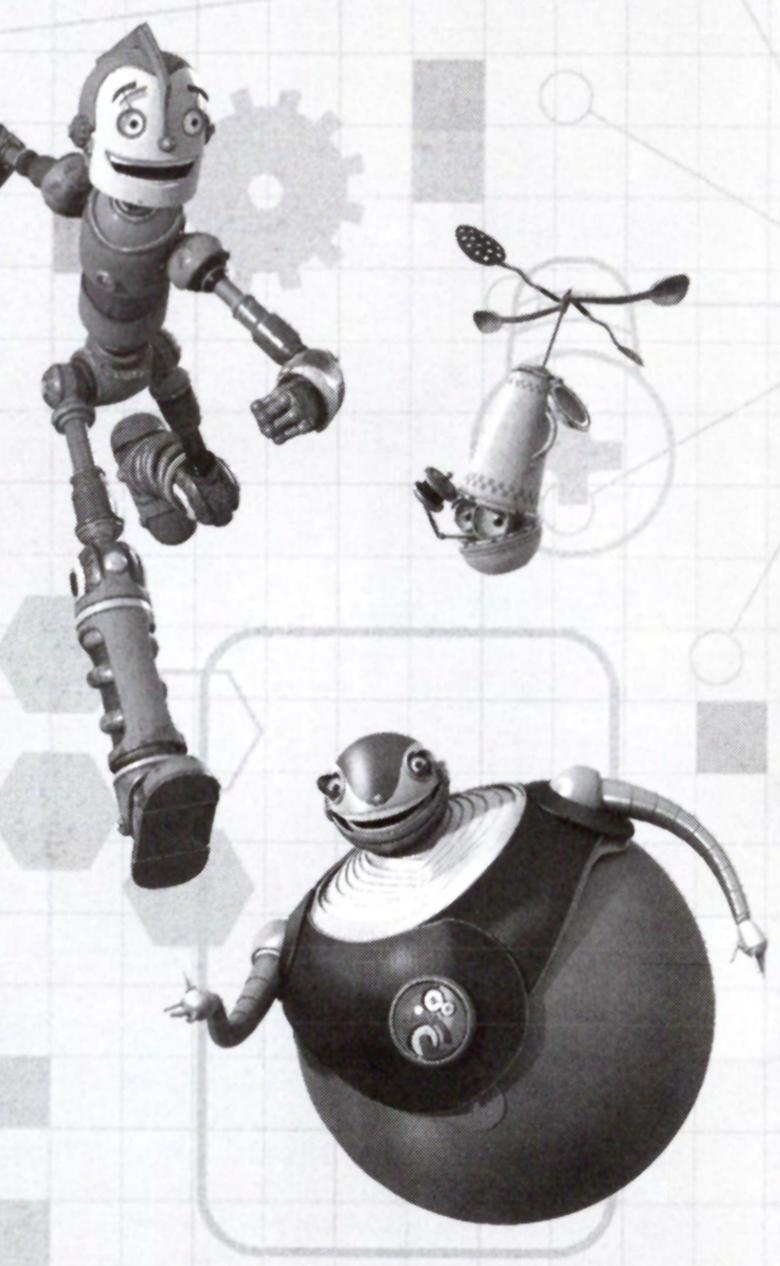
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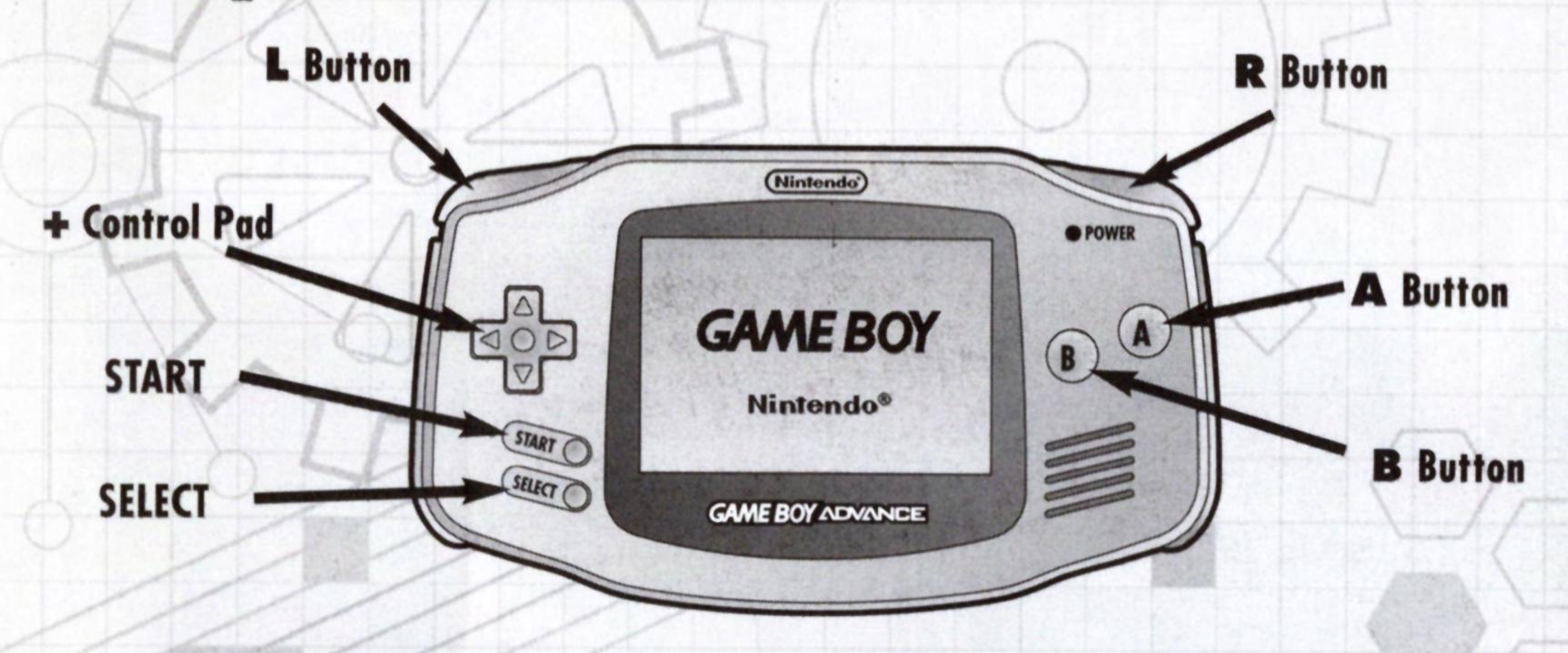
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## Introduction

A gifted young inventor, Rodney Copperbottom moves to the big city to realize his dream of working for his childhood hero, Bigweld. Rodney arrives at Bigweld Industries along with Wonderbot, his mechanical sidekick. But Bigweld is mysteriously absent, and the corporation is now run by Ratchet and his evil bots. Rodney meets a gang of Rusties, colorful outmodes that help him discover an evil plot: Robot-kind is in danger of being reduced to scrap metal! Rodney, the young and brave bot, has to defeat an army of mechanical minions to save his friends.



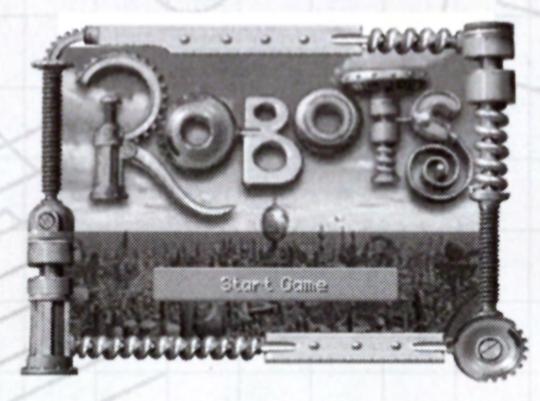
## Starting the Game



- 1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is ON.
- 2. Insert the Robots Game Pak into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
- 3. Turn ON the power switch.
- 4. The Legal Screen appears, followed by the introduction sequence.
- 5. Press the A Button to advance to the Title screen.
- 6. When the Title screen appears, press START to advance to the Main menu. (pg. 4)

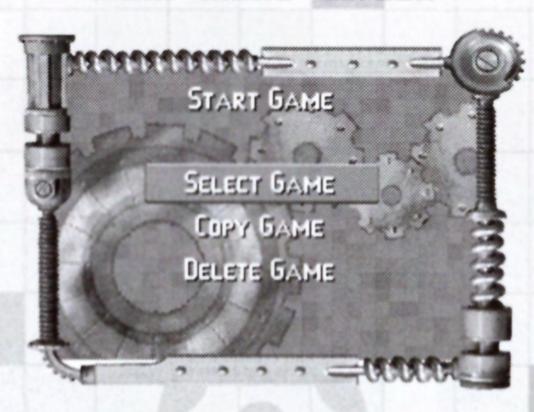
## Getting Started

Title Screen



Insert the *Robots* Game Pak into the Game Boy® Advance and turn on the system. Press START on the title screen to begin the game.

## Main Menu Screen



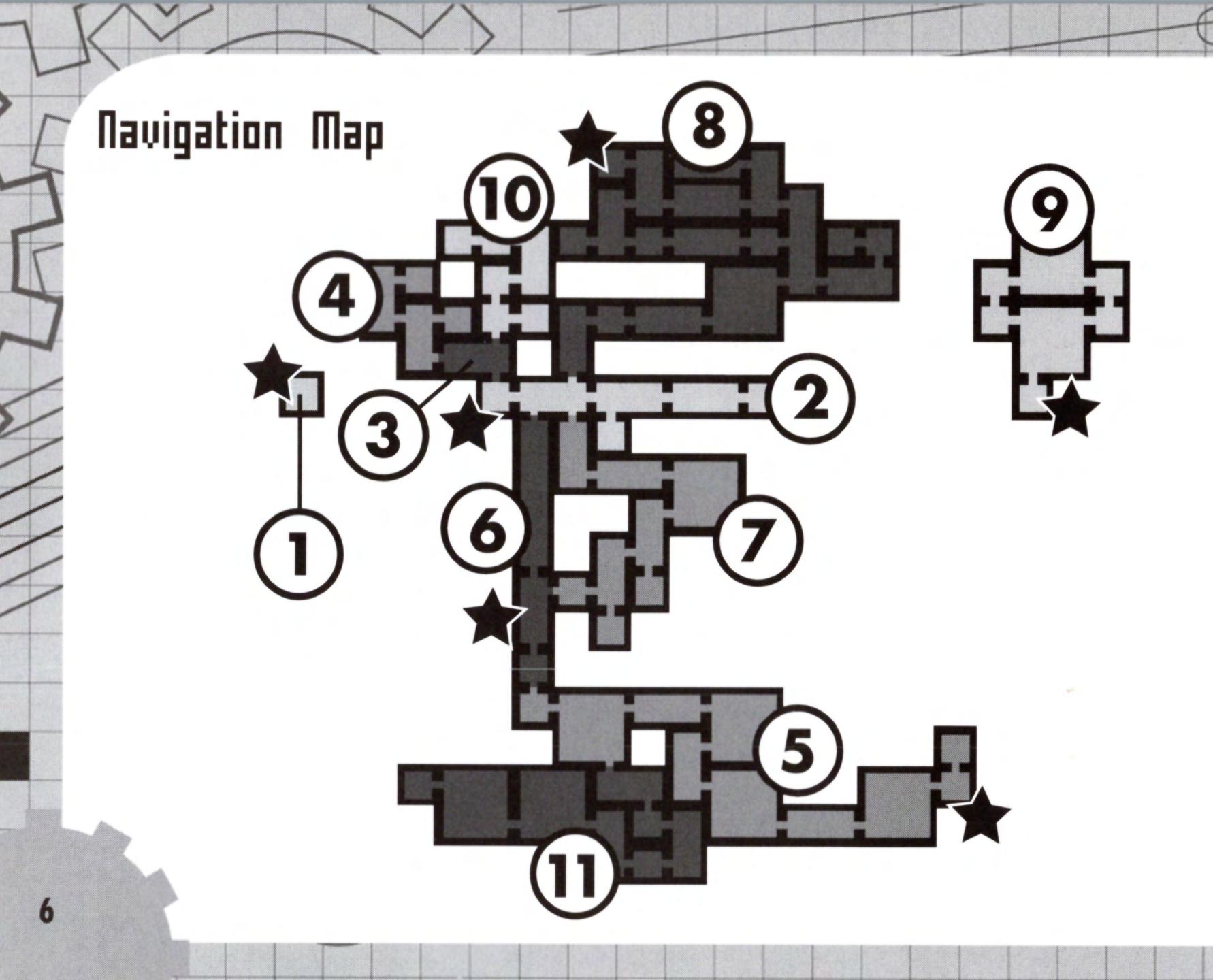
Select Game: Choose a SAVED GAME to play.

Copy Game: Copy a SAVED GAME.

Delete Game: Delete a SAVED GAME.

## Game Controls

CONTROL	ACTION		
+ Control Pad	Move Rodney/Wonderbot		
A Button	Jump		
B Button	Attack; Wonderbot return; Talk to friendly robots; Use Transit Hubs		
L Button	Switch Weapon		
R Button	Activate Wonderbot Control		
A Button (Press and Hold)	Use Wonderbot Glide (after upgrade)		
A Button, then R Button	Activate Wonderbot Trampoline (after upgrade)		
A Button (when under a Zip Line wire)	Wonderbot Zip Line (after upgrade)		
R Button (when standing on drillable area)	Wonderbot Drill (after upgrade)		
START	Pause		
SELECT	Map & Inventory		



(1) Train Station

(2) Upper City

(3) Bigweld Gate

4) Bigweld Exterior

- (5) Outmode Area
- (6) Vertical Transition
- (7) Jack Hammer's
- (8) Party
- (9) Bigweld Mansion
  - (10) Bigweld Interior

(11) Chop Shop

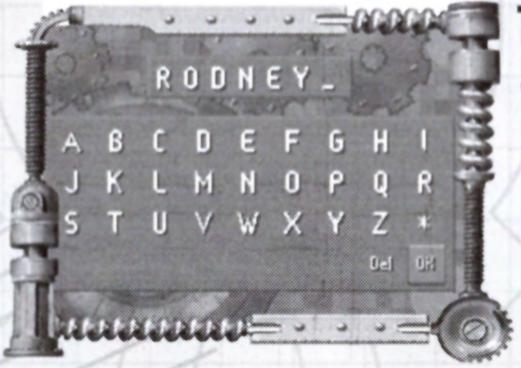


Transit Hubs



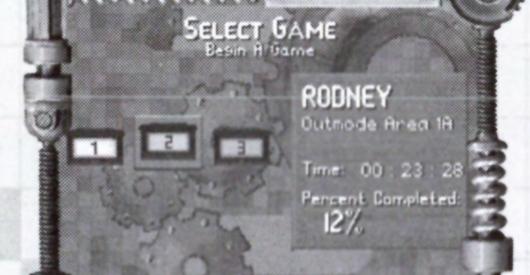
This icon lets you know where you currently are

#### Select Game



### To name your new SAVED GAME:

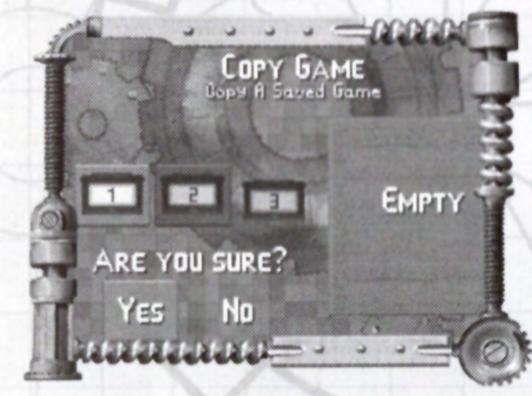
- 1. Use the + Control Pad to highlight the character you want and then press the A Button.
  - To delete a character, highlight Del, then press the A Button.
  - To return to the SAVED GAME selection screen, press the B Button.
- Continue adding characters until you have completely spelled the name you want. Then highlight OK and press the A Button to begin play.



## To select a previously saved game:

- 1. Use the + Control Pad to highlight a previously saved game.
- 2. Press the A Button to begin play.

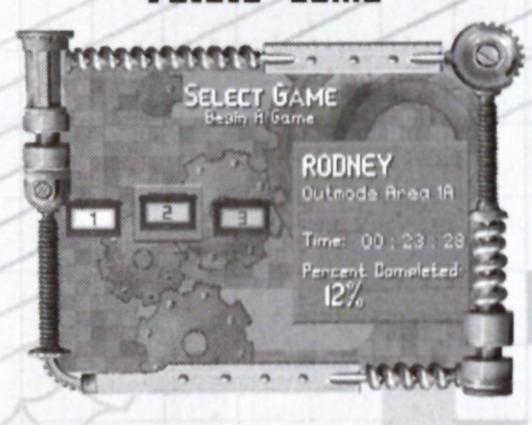
## Copy Game



## To copy one SAVED GAME to another SAVED GAME:

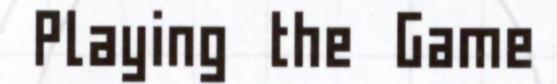
- 1. Highlight a previously saved game, then press the **A** Button.
- 2. Highlight a saved game you wish to copy to, then press the **A** Button.
- 3. Use the + Control Pad to highlight YES to confirm, or NO to cancel, then press the A Button.
  - At any point, press the **B** Button to cancel to the previous step.

## Delete Game



### To delete a SAVED GAME:

- 1. Highlight a previously saved game, then press the A Button.
- 2. Use the + Control Pad to highlight YES to confirm, or NO to cancel, then press the A Button.
  - At any point, press the B Button to cancel to the previous step.



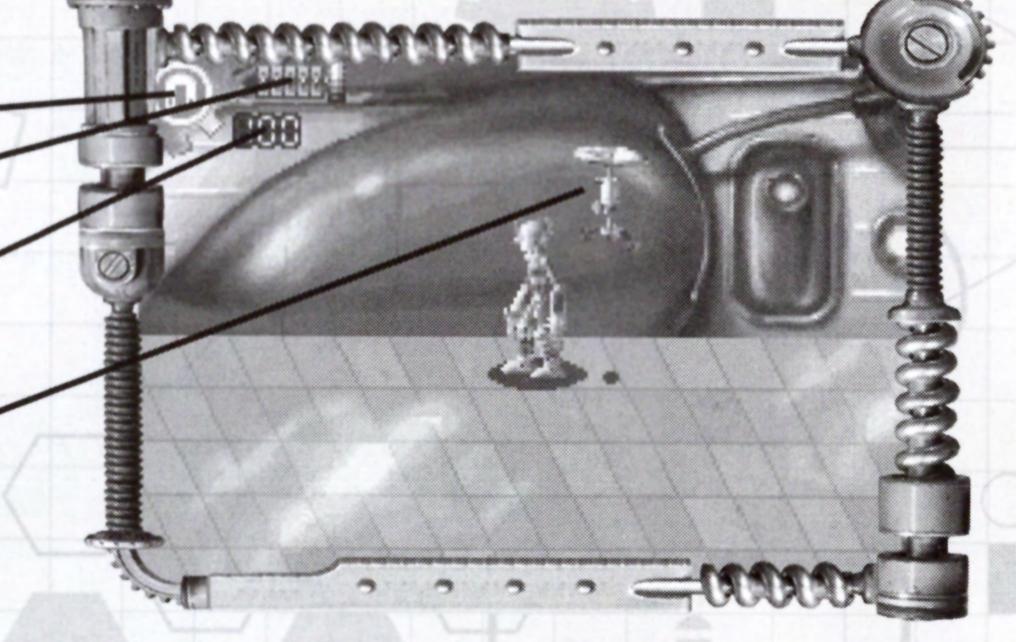
Gameplay Screen

**Selected Weapon** 

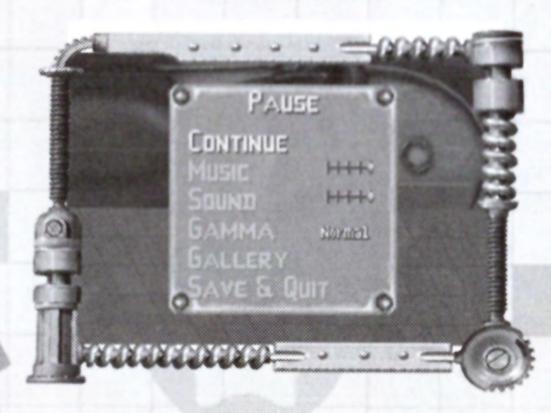
**Health Bar** 

**Gadget Counter** 

Wonderbot



Pause Menu



Continue: Resume gameplay

Music: Adjust music volume

Sound: Adjust volume of sound effects

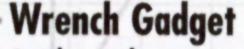
Gamma: Adjust image brightness

Gallery: View gallery images collected throughout the city

Save & Quit: Save current game and exit to the TITLE screen

## Rodney's Gadgets



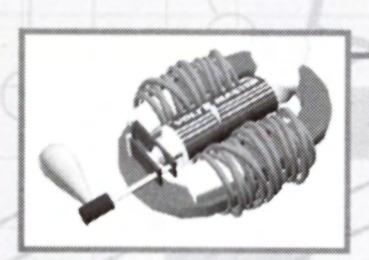


As the only way to defend himself at first, Rodney swings the Wrench in front of him when the **B** Button is pressed. When a wrench makes contact with an enemy bot, a series of combo swings can be performed by repeatedly pressing the **B** Button. During the game, Rodney finds parts to upgrade the basic wrench to more powerful wrenches.



#### Scrap Launcher Gadget

When equipped, the Scrap Launcher sprays nuts, bolts and other metal objects on the screen by pressing the **B** Button. Holding down the **B** Button shoots a steady stream of scrap. Rodney can jump and shoot the Scrap Launcher at the same time. The Scrap Launcher has a limited amount of shots at first. Once depleted, it won't function anymore until more scrap is found. During the game, there are several opportunities for Rodney to upgrade the Scrap Launcher.



#### Magno Grenade Gadget

The Magno Grenade is a small ball that Rodney tosses to create a temporary magnetic field that draws in nearby baddies, disabling them for a short period of time. Pressing the **B** Button tosses one grenade. If a grenade hits the floor or an enemy, it will explode automatically after a few seconds. Likewise, if a countdown grenade is touched by anything, including Rodney, it blows up. There are several opportunities for Rodney to upgrade the Magno Grenade.

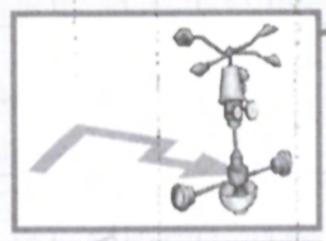


#### Electro Zapper Gadget

The Electro Zapper shoots bolts of electricity across the screen that home in on nearby enemies. Holding down the **B** Button sprays a steady stream of electricity. Rodney can jump and shoot the Electro Zapper at the same time. The gun has a limited amount of energy at first. Once depleted, it won't function anymore until more replacement Electro Zapper Shots are found.

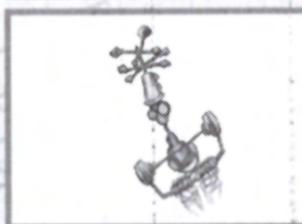
During the game, there are many occasions for Rodney to upgrade the Electro Zapper.

## Wonderbot Actions



### **Wonderbot Remote**

This ability allows Rodney to take control of the Wonderbot to explore areas that Rodney himself can't get to.



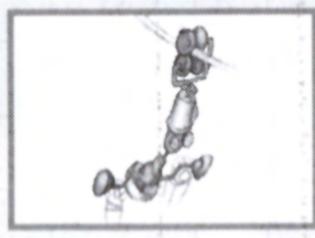
#### **Wonderbot Glide**

This ability allows Rodney to grab hold of the Wonderbot during a jump, gliding a further distance than a normal jump.



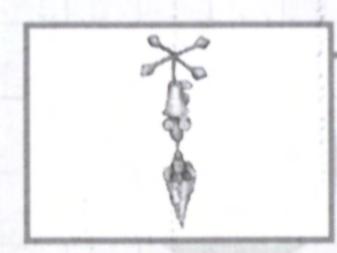
## **Wonderbot Trampoline**

This ability allows Rodney to reach heights that are normally too high for him to reach with his regular jumping.



### **Wonderbot Zip Line**

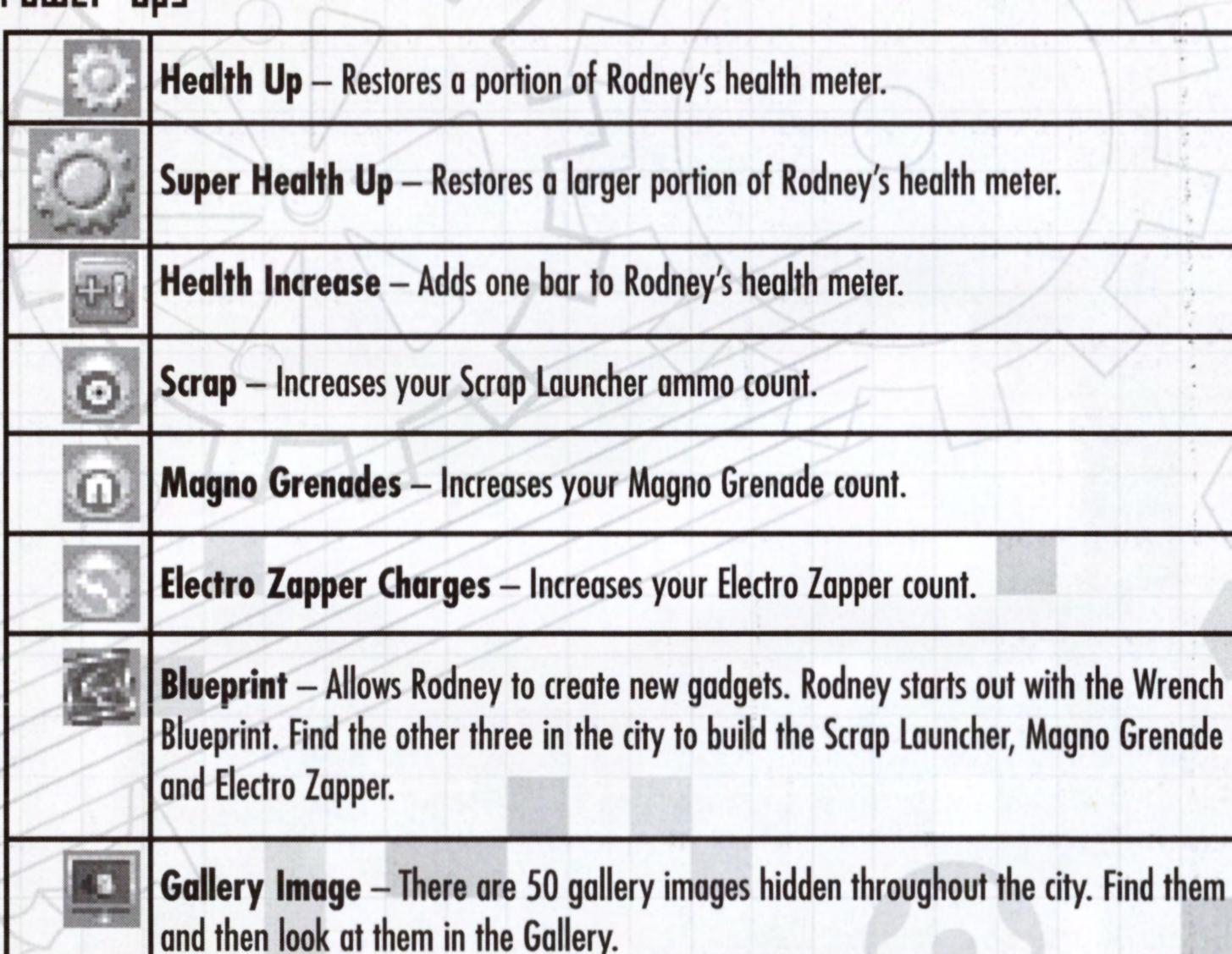
This ability allows Rodney to slide along various zip lines located throughout the city.



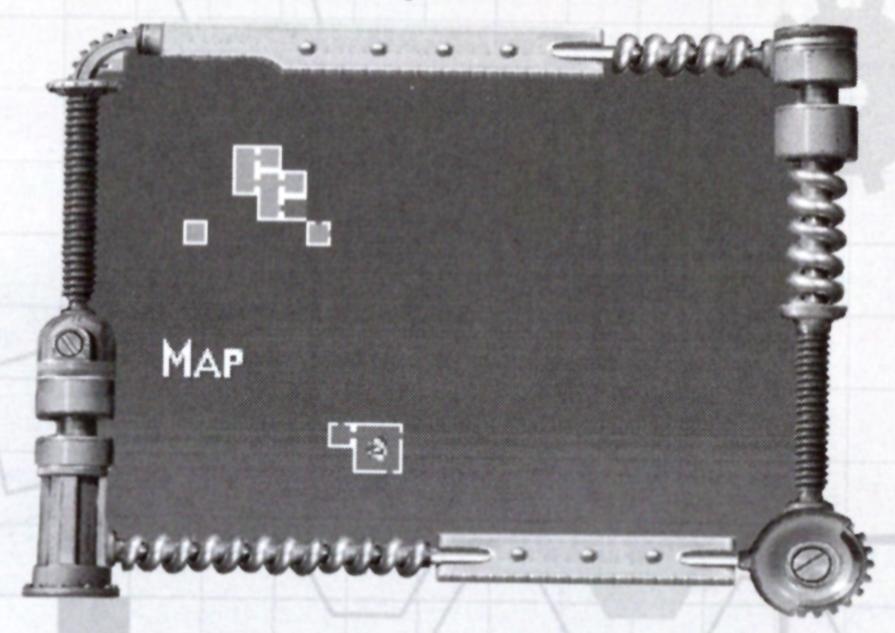
#### **Wonderbot Drill**

This ability allows Rodney to dig his way into certain nooks and crannies in parts of the city.

## Power Ups

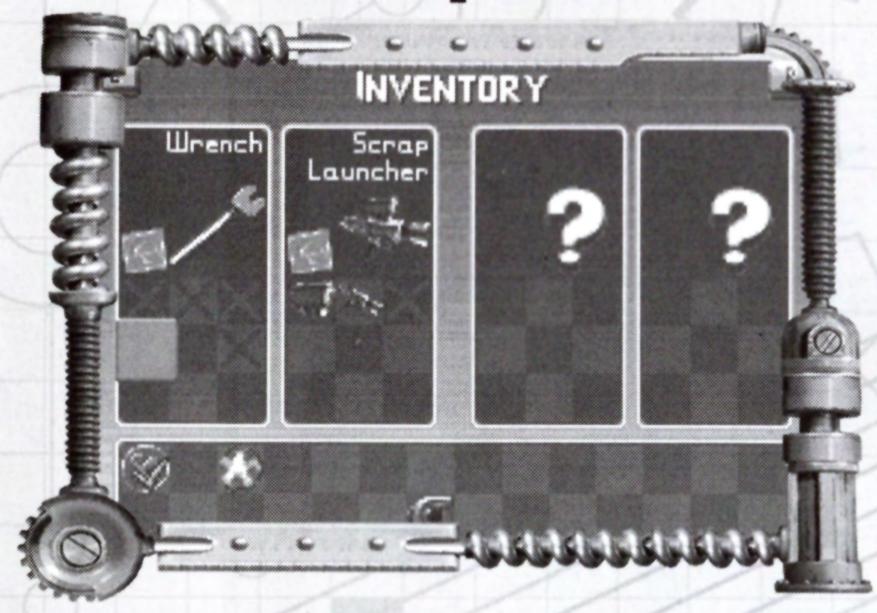


## Map Screen



Pressing **SELECT** during the game brings up the Map Screen. The Map Screen shows your current location and reveals more and more of the city as Rodney progresses through the game. Press the **L** or **R** Button to switch to the Inventory Screen. Press the **B** Button to return to the game.

## Inventory Screen



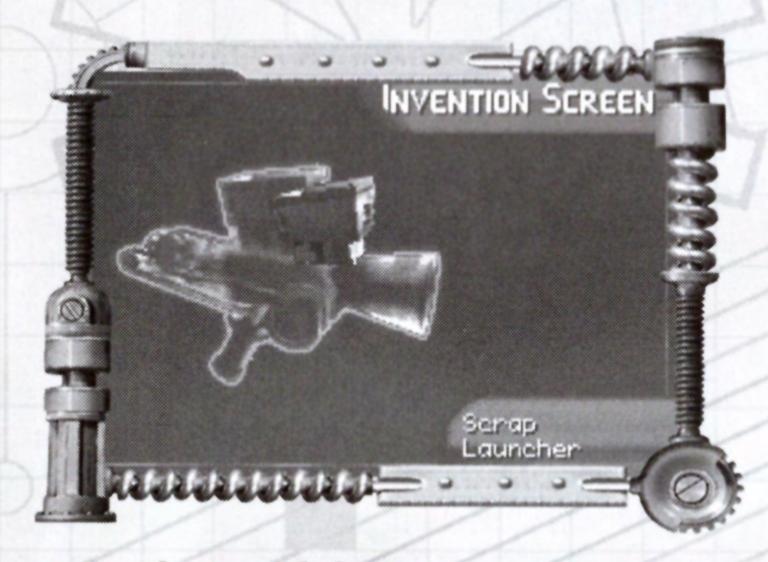
The Inventory Screen lets you keep track of all the gadget pieces and items you've collected in the game. Gadget pieces are stored in the upper portion of the screen. If a gadget piece has a green exclamation point on it, it means you can place it on the Invention Screen. Move the cursor with the + Control Pad and press the A Button.

Other items collected in the game appear in the lower portion of the Inventory Screen. These are usually things that other robots in the city are looking for. When you give an item to another robot, a green checkmark appears letting you know the task is complete. On the following page is a key with the names of each item you will collect and which slot it will go into in your inventory. Press the L or R Button to switch to the Map Screen. Press the B Button to return to the game.

## Item Key

Slot 1	Gyroscope	Slot 1	Electro Insulator
Slot 2	Nanoscope	Slot 2	Power Battery
Slot 3	Sprocket	Slot 3	Radial Bearing
Slot 4	Widget	Slot 4	Roller Bearing
Slot 5	Spur Gear	Slot 5	<b>Magnotron</b>
Slot 6	Helical Gear		Magnetic Axel
Slot 7	Bevel Gear	Slot 7	Turbo Charger
Slot 8	Hypoid Gear	Slot 8	Megazistor
Slot 9	Coolant	Slot 9	Minizistor
Slot 10	Nano Compressor	Slot 10	P Light Bulb
	Oil Compressor	Slot 11	LED Array
Slot 12		Slot 12	
Slot 13	Fan Belt	Slot 13	Solar Panel
Slot 14	Diode Array	Slot 14	Pixel Processing Unit

#### Invention Screen



 Use the L and the R Button to rotate your upgrade piece.

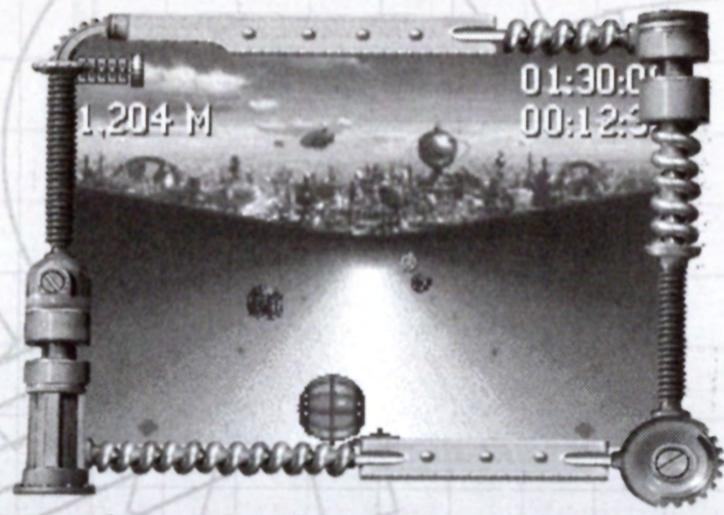
 Use the + Control Pad to move the upgrade piece around on the blueprint.

 Once the upgrade piece is properly positioned, it will flash. Press the A Button to lock things into place.



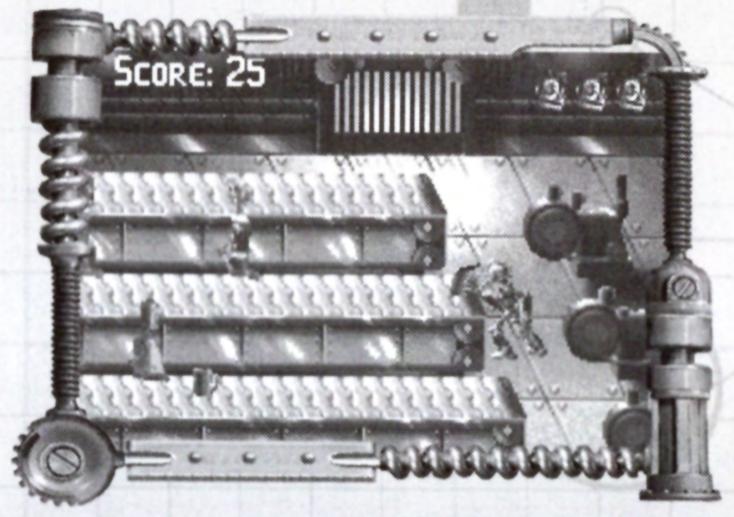
Once all the gadget pieces have been collected and placed, the new gadget is ready for use.

## Transit System



During the game, Rodney comes across Transit Stations that let him use the city's Transit System. Just walk up to a kiosk and press the B Button. On the transit track, use the + Control Pad to move Left and Right. Avoid hitting other transit balls. If the transit ball health meter reaches zero, Rodney is launched out of the Transit System and arrives automatically at his destination. Gather health pick-ups to restore the ball's health. Gather gadget pick-ups to add them to Rodney's inventory. Use the Transit System to quickly travel around the city. After Rodney's first time in the Transit System, it will be available from the Title Screen menu as a mini-game.

### Jack Hammer's Dil Rush



When Rodney meets Jack Hammer, he asks Rodney to help him out inside the store. Rodney must serve round after round of customers clamoring for oil. Use the + Control Pad to move Rodney Up and Down. Press the A Button to serve a canister of oil and send it down the conveyor belt. Keep it up until all the customers are off the screen.

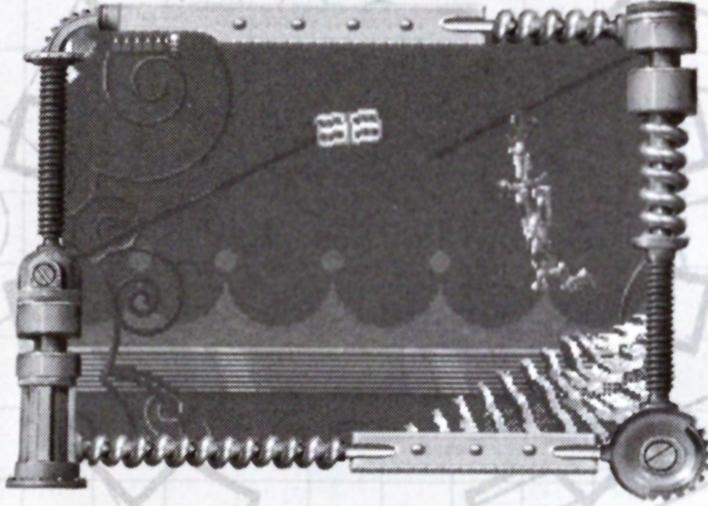
Rodney loses one chance if any of the following happen:

 Rodney serves an oil canister and there is no customer to pick it up

 A customer sends back an oil canister, but Rodney isn't at the end of the conveyor belt to catch it

A customer reaches the end of the conveyor belt

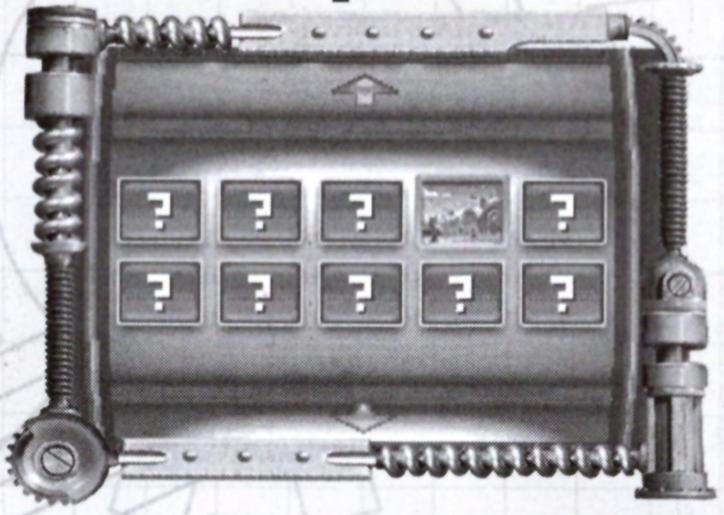
## 2ip Line Challenge



At the end of Bigweld Mansion, Rodney grabs onto a seemingly endless Zip Line course. Press the A Button to jump from one Zip Line to another. Press the B Button to use Rodney's Wrench to attack flying Dominoes. If Rodney loses the challenge, he'll be returned to Bigweld Mansion to replay the Zip Line.

After successfully completing the Zip Line Challenge, it will be available to play at any time from the Title Screen.

### Gallery Screen



Access the Gallery Screen at any time by pausing the game and selecting Gallery. Use the + Control Pad to move the cursor Up, Down, Left and Right. If you have found a Gallery Image in the game, its thumbnail appears. Press the A Button to view the full sized image. Press the B Button to return to the Gallery Screen. Press the B Button on the Gallery Screen to return to the game.

There are 50 images total to discover and they include scenes from the *Robots* Movie, special stills created just for this game, and pre-production artwork.

## Credits

A very special thanks to all of the wonderfully talented and brilliantly creative individuals at Blue Sky Studios for their guidance, support and continued inspiration. We could not have done it without you.

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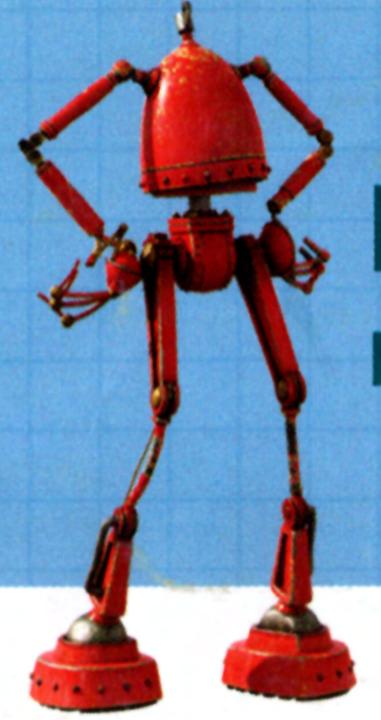
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